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# WORLD HEROES™

## INSTRUCTION MANUAL

SUNSOFT®

SUPER NINTENDO® ENTERTAINMENT SYSTEM

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## *Thank You . . .*

for purchasing the Sunsoft World Heroes™ Game Pak. Please read this instruction booklet carefully before starting to play the game. In doing so, you will be able to play the game better and enjoy it even more! Remember to keep this manual in a safe place.

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# GAME STORY

"Who is the greatest hero in the world?"

You will find out today. A scientist has created a time machine just for this purpose. Eight invincible fighters from the past and the present travel through space and time to prove who is the mightiest of them all. Each warrior has unique fighting techniques to give them the upper hand, but sometimes it isn't enough. Every round is in preparation for a battle with a ninth and mysterious opponent that no one knows anything about. Are you ready for a battle to the bitter end?

# HOW TO START THE GAME

Insert the World Heroes™ Game Pak then turn the system ON. Press the Start button to begin a one player game or go into VS Mode to begin a two player game.

# GAME CONTROLLERS

## 3-Button

***Y* — *Punch*** (Press quickly for a fast but weak punch; Hold down for a slow but strong punch.)

***B* — *Kick*** (Press quickly for a fast but weak kick; Hold down for a slow but strong kick.)

***A* — *Throw*** (Reach out, grab and throw opponent.)

***Up* — *Jump*** (Left, right or at an angle)

***Down*** — Duck

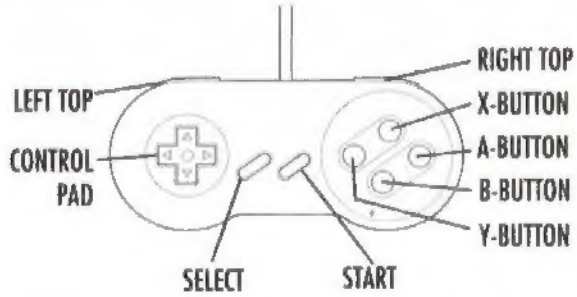
***Left & Right*** — Movement of Player

***Select Button*** — Not used

***Start Button*** — Begin game/Pause game

## 5-Button

***Y*** — Weak Punch
***X*** — Strong Punch
***B*** — Weak Kick
***A*** — Strong Kick
***R*** — Throw




### *Special Moves*

Each character has their own special moves to pulverize their opponent and win the match. These are listed under each character's profile along with how to perform them.

# GAME PLAY SCREEN

1. Player's Life Gauge: When you lose all of your power, the opponent wins 1 match.
2. Opponent's Life Gauge: When he loses all of his power, you win 1 match.
3. Number of Matches (Won): When you win 2 matches first, you will win overall.
4. Time Limit: When the timer reaches 0, the round is over. The player with more power will receive 1 set.
5. Player's Name
6. Opponent's Name
7. Player's Score

# HOW TO PLAY THE GAME

## *Character Select*

Choose from 8 characters, each with special attacks and variable strengths. Move your cursor over the characters by pressing the left or right directions on your controller. Put the cursor on the character you want to play and hit the Y, X, B or A button.

In a 2-player match, each player may choose the same character or different characters.

The location of the match will depend on the character selected in a 1-player match. In a two player game, you may select whichever location you would like to battle in.

# How to Play Continued . . .

## Mode Select

Use the control pad to select "Normal Mode" or "Fatal Match Mode" and press A to confirm.

***Normal Mode*** — Travel to each of your opponent's countries to do battle on their turf.

***Fatal Match Mode*** — Characters will be thrown into a violent ring to avoid its dangers or use against their opponent. Players fight within a high energy zone, mine fields, flaming ropes, spiked walls or oil slicks. Contact with these hazards will cause damage to you and your opponent.

## Option Screen

***Skill Select*** — Ranges from 0 (easy) to 7 (hard)

***Game Time*** — This determines how long a match will last without either character being defeated. Choose number of seconds per match: 10, 30, 60, 99 or 00 (unlimited).

***Button Strength*** — Option for 3-button or 5-button controller configuration

***Game Controls*** — You can decide which buttons will control punch, kick and throw operations.



## Handicap Option

During 2-player games only, you have the ability to make your character weak or strong. 0 to 2 is weak, 3 to 5 is average and 6 to 7 is strong.

## Energy Meter

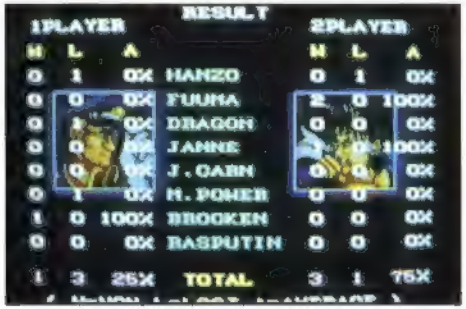
Each character has an energy meter located at the top of the game screen. Every time damage is inflicted to a character, a portion of the color bar in the meter disappears. When the entire color bar is gone, the character is knocked out.

## Timer

The timer centered at the top of the game screen counts down the seconds of the match, depending on the time limit selected. If both characters are still standing when the timer reaches zero, the character with the most energy left in their energy meter wins the match. In a match of unlimited time, players must win the match by defeating the other opponent.

# How to Play Continued . . .

## Results Screen (2-player games only)




After each complete match, the results screen shows Wins, Losses and Average for each player.

## Join-In

Another player can join-in the game by pressing the Start button of the other controller during 1 player game play.

## Continues

In a 1 player game, there are 3 continues. You can continue by pressing the Start button during the Continue Countdown. You will then start back at the last level played. When all three continues are used, the game is over.



## Double Knock-Out

It is possible for both characters to knock each other out at the same time. This will happen when both characters give each other a final blow, depleting each of all their energy. If this happens, a "Draw" is called and no player wins. The match must be fought over again.

## HANZO

***Age:*** 25

***Nationality:*** Japanese

***Occupation:*** Iga Ninja

***Profile:*** Hero of the lethal Iga Ninja Force, known as the strongest fighter in Japan. Using his highly disciplined mind and body tempered by rigorous training, he lives for one reason — to become "The Strongest".

***Hanzo's Special Moves Include:***

***Spinning Shuriken***

Push down on the control pad and roll thumb towards the direction Hanzo is facing and press the A button.

This fires a spinning star from the magic sword "Masamune". A quick press will throw a fast but small star. A long press will throw a slow but large star.

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***Rising Dragon Wave***

Push to the opposite direction Hanzo is facing then roll thumb half circle downward to the direction Hanzo is facing. Do this two times very quickly. At the end of the second time, press the punch button.

This move is the secret of Iga Ninja magic. Hanzo will jump straight up in a twirl with a flaming dragon image surrounding his body.

***Flying Pinwheel***

Push down on the control pad and roll thumb towards the opposite direction Hanzo is facing and press the kick button.

With stretched limbs, Hanzo spins toward the enemy as a violent weapon with his swords drawn. A quick press will do a fast but short pinwheel. A long press will do a slow but long pinwheel.

## FUUMA

***Age:*** 25

***Nationality:*** Japanese

***Occupation:*** Fuuma Ninja

***Profile:*** Boss of the Fuuma Ninja Force and sworn enemy of the Iga Ninja. A young warrior who had not known defeat until at the age of 19 when he was humiliated in battle by Hanzo. Suffering a devastating blow to his ego, he trained very hard to fight again. He goes into every fight with his body as a weapon, very much like Hanzo.

***Fuuma's Special Moves Include:***

***Spinning Shuriken***

Push down on the control pad then roll your thumb towards the direction Fuuma is facing and press the punch button.

A swing from the charmed sword "Murasame" at supersonic speed throws a star spinning towards the opponent. A quick press will throw a fast but small star. A long press throws a slow but large star.



WORLD HEROES

***Rising Dragon Wave***

Push to the opposite direction Fuuma is facing, then roll thumb half circle downward to the direction Fuuma is facing. Do this two times very quickly. At the end of the second thumb roll, press the punch button.

Fuuma mastered the secret Iga Ninja magic necessary to create the Rising Dragon Wave.

***Flying Pinwheel***

Push down on the control pad, then roll thumb towards the opposite direction Fuuma is facing and press the kick button.

Fuuma spins his body, pointing his swords, straight towards his opponent. A quick press will do a fast but short pinwheel. A long press will do a slow but long pinwheel.

## JANNE

***Age:*** 18

***Nationality:*** French

***Occupation:*** Fencer

***Profile:*** She is the master of fencing. Her incredible strength and wit makes it nearly impossible to find a man worthy of her. She is armed with a mystical sword to destroy her enemies.

***Janne's Special Moves Include:***

***Fire Bird***

Press in the opposite direction Janne is facing and hold for two seconds, then press in the direction she is facing and press punch.

A scorching bird is unleashed from the power of the sword to attack the enemies. A quick press will unleash a fast but small fire bird. A long press will unleash a slow but large fire bird.

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***Flash Sword***

Press control pad Down and hold for two seconds, then press Up and kick button. Janne slashes with her sword to its fullest extent with flames surrounding it.

***Sword Pogo***

Press down while in a jump and press the punch button.

Janne pounces on her opponent's head with her sword, using it like a pogo stick. To continue bouncing on an opponent's head, keep pressing the punch button repeatedly while holding down.

***Grab Slap***

Press the control pad towards opponent and press the kick button simultaneously. You must be extremely close to your opponent.

Janne grabs hold of her opponent and slaps them silly.

## J. CARN

***Age:*** 35

***Nationality:*** Mongolian

***Occupation:*** Fighter

***Profile:*** He is the leader of an ancient Mongolian Empire. A man of unequally awesome power who has conquered the world but still yearns for new struggles.

***J. Carn's Special Moves Include:***

***Shoulder Ram***

Press to the opposite direction J. Carn is facing for two seconds then press to the direction he is facing and press the punch button.

J. Carn rams at his opponent with his spiked shoulder covering pushing outward.

WORLD HEROES

***Napalm Punch***

Press control pad Down and hold for two seconds, hold punch button and press Up. J. Carn concentrates and draws his power to one arm. With this power, he slams his fist into the ground and blows away his enemies with a circle of fire.

## MUSCLE POWER

***Age:*** 38

***Nationality:*** American

***Occupation:*** Wrestler

***Profile:*** The power fighter with a blow that can destroy anything on earth. He strives to fight a more powerful opponent. He will go anywhere and everywhere to fight, regardless of space and time.

***Muscle Power's Special Moves Include:***

***Muscle Charge***

Press and hold for two seconds the opposite direction Muscle Power is facing then press in the direction he is facing and press the punch button.

Muscle Power will charge at his opponent at intense speed and crack them in the head with a lethal elbow smash.

WORLD HEROES

***Tornado Back Breaker***

Roll thumb around control pad in a complete circle and press the punch button. You must be extremely close to your opponent.

Muscle Power grasps his opponent, jumps into the air in a spin and brings them down hard, slamming his knee into their back.

## BROCKEN

***Age:*** 30

***Nationality:*** German

***Occupation:*** Soldier

***Profile:*** Once a man, this cyborg is designed to fight to win. The machine has no feelings with the exception of its love to destroy.

***Brocken's Special Moves Include:***

***Missile Launcher***

Press and hold in the opposite direction Brocken is facing for two seconds then press in the direction he is facing and press the punch button.

Brocken will fire a missile from his arm at his opponents. A quick press will fire a fast but small missile. A long press will fire a slow but large missile.

WORLD HEROES

***Hurricane Arm***

Press down on the control pad then roll your thumb towards the direction Brocken is facing, then press down diagonal in the same direction and press the punch button. Brocken releases a large hurricane out of his hand at an upwards diagonal direction.

***Electric Shock***

Press the punch button continuously and quickly.

Brocken generates 100,000 volts of electricity from his fingers for a short distance.

***Flying Thrust***

While in jump, push the direction Brocken is facing and press the punch button. Brocken flies at his opponents with his arms extended outward.

## RASPUTIN

***Age:*** Unknown

***Nationality:*** Russian

***Occupation:*** Magician

***Profile:*** The mysterious magician who uses magic and unique fighting techniques. His mission is to make people understand that fighting is a losing proposition.

***Rasputin's Special Moves Include:***

***Fire Ball***

Press down on the control pad and roll thumb towards the direction Rasputin is facing and press the punch button.

Fire leaps from Rasputin's fingers in the form of a ball. He can also release a fire ball while in the air.

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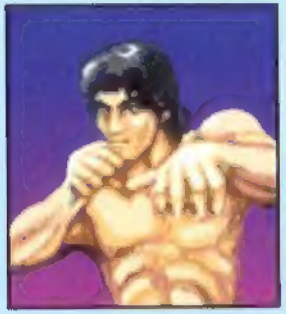
***Spinning Robe Attack***

Press down on the control pad and roll thumb in the opposite direction Rasputin is facing and press the kick button.

When he spins, he becomes a lethal blade. You can move Rasputin left or right during the spin using the control pad.

# WORLD HEROES



## *DRAGON*

***Age:*** 26
***Nationality:*** Chinese
***Occupation:*** Martial Artist
***Profile:*** Known as the strongest fighter in the 4000 year history of China. He wanted to become a "movie star" fighter, but after a change of heart, he joined "The Doctor" to understand his fighting skills. His lightning movement proves to be especially threatening to the enemy.

***Dragon's Special Moves Include:***

***Fists of Fury***

Press the punch button continuously.
Dragon unleashes a lethal flurry of punches.

***Flaming Dragon Kick***

Press to the opposite direction Dragon is facing, then in the direction he is facing and the kick button.
Using the spirit of the dragon, he executes an angled jump surrounded by the head of the flaming dragon.



# FINAL OPPONENT

## *?*

***Age:*** Unknown
***Nationality:*** Unknown
***Special Moves:*** Unknown
Nothing is known about this warrior.

# ENDINGS

Each of the eight characters have their own unique endings. You will want to see them all. However, to see the "complete" ending, you must finish the entire game on skill level 3 or higher without continuing.